

JAMBOREE JOURNAL

No. 1

FARRAGUT STATE PARK, IDAHO

JULY 31, 1973



'73

WEST

28,000 invade Farragut



TEAMWORK is just one of the things that Scouts learn at a jamboree as they take part in countless activities during their stay at Farragut State Park. On Friday, more than 40,000 others will open jamboree-east.

Seven banners mark heritage

The 1973 National Scout Jamboree will pay tribute to the great documents and ideals of American heritage in a special ceremony called "Seven Banners to Freedom."

Each day a banner will be raised in the flag promenade area next to Friendship Boulevard. The event begins daily at 8:15 a.m.

The opening ceremony will include a Scout from each campsite in the colorguard. Each day thereafter will feature a color guard from the individual campsites. All Scouts are invited to attend and observe this colorful and patriotic event each morning.

The Jamboree-Journal will inform you every day as to the theme and nature of the daily ceremony.

Tomorrow's opening theme will be the Declaration of Independence with commentary reflecting the spirit of the sacred document—the equality of man, the right to life and liberty, the attendant virtues of trust and honor — but most importantly the symbol of hope to the rest of the world.

All Scouts are encouraged to watch and participate in these colorful and inspirational ceremonies the next 7 days.

First issue — eight to go!

This is the first issue of your own official jamboree newspaper. There will be eight more (the last issue will be Wednesday, August 8). In the fall, all nine issues will be included in the jamboree souvenir collection, which jamboree participants may order at one of the four trading posts for 50 cents.

The Jamboree Journal is printed in Coeur d'Alene each morning and

delivered to each of the 15 campsites as well as the four staff dining areas and jamboree headquarters by 6 a.m.

Over 30,000 Jamboree Journals are distributed by the Coeur d'Alene Press along with the staff of the journal.

Any program area wishing coverage in the Jamboree Journal should visit the Journal tent in the Scout news service area.

Scouts from every state setting up huge camp to begin jamboree-west

By Tim Murphy

Farragut State Park, a former Navy base, has been transformed for the third time to a huge summer encampment as more than 28,000 Scouts and leaders arrive to take part in the 1973 National Scout Jamboree.

Jamboree-west, which opens officially August 1, precedes its counterpart at Moraine State Park in western Pennsylvania by 2 days. Jamboree-east will involve an additional 40,000, making the combined camps the largest Scout jamboree ever. The event represents the largest mass migration of youth in world history.

In 1967, Farragut hosted more than 12,000 Scouts from across the globe, in the XII World Jamboree. Two years later, Farragut served almost 35,000 boys for the 7th National Jamboree. This year, the park is handling about half of the Scout contingents from the rockbound coast of Maine to the sunny shores of California.

What once served as a World War II base to train Navy personnel now serves thousands of khaki-clad Scouts gathered in a peaceful atmosphere of learning, development and fun.

Many new features highlight the 1973 Jamboree. The theme, Growing Together, was selected by the National Youth Advisory Panel which consists of 50 boys ages 14 to 16. The panel agreed on this theme because it entails the concepts of growing in physical strength and skill, in moral character and maturity, in mental ability and knowledge, in leadership, in brotherhood and understanding, and in overall concern for humanity.

Fifty-seven big program areas are in full swing to provide unlimited opportunities for learning all phases of Scouting.

The Arts and Sciences Expo will enable Scouts to exhibit their crafts and skills in seven basic areas ranging from art and literature to scientific experiments.

Team sports will be heavily emphasized through an octathlon course for patrols. There will be individual events as well.

The Merit Badge Midway will be an open air emporium of career and vocationally oriented exhibits. These

are large, very well developed exhibits sponsored by more than 50 large corporations and agencies.

For the first time at a jamboree, Scouts will be able to receive partial credit for working on a merit badge "on site." Because the Merit Badge Midway is an unprecedented opportunity to learn from the real experts about hundreds of different subjects, Scouts will want to visit as many areas as possible.

In addition to these large-scale displays, the camp program is developed further to include archery, riflery, boating, canoeing, swimming, hiking, environmental conservation, patrol flag displays, ham radio, and many others.

There will be arena programs to remember for years to come. These giant campfires will feature many personalities, among whom is Bob Hope.

The U. S. Air Force Thunderbirds will put on one of their famous jet shows. The Golden Knights, the U. S. Army's professional parachutists, will be on hand as well. Many of the top professionals in the Scouting program will be at Jambo '73.

And there is more: Skill-O-Ramas will operate every day. Trading is encouraged. Every Scout will have the opportunity to participate in the famous friendship event called "Wide Game." Experts will give instruction in mountain climbing.

As additional services, there are four trading posts and a bus line.

The jamboree reflects the flavor and spirit of the improved Scouting program.

The program is here, and it's unfolding now. The opportunities are abundant. Friendships are waiting to be made.

The jamboree is Scouting in action — the Scouting experience of a lifetime!



**I'm
here
too!**



From U. S. Weather Bureau Station in the jamboree environmental exhibit area:

Jamboree-west

Mostly sunny with no strong winds expected.

High 90.

Low 50-55 in early morning.

Jamboree-east

Continued fair with mild temperatures throughout the day.

High 80.

Low 60.

Scouts shown climbing techniques

Jamboree-west Scouts are privileged to be the first ever to view specially constructed Mt. Jambo-West, now visible in the Environmental Conservation Area. Mountain climbing demonstrations, not to be seen at jamboree-east, will be presented five times daily, except for Sunday and Monday mornings, at 10 and 11 a.m. and at 3, 4, and 5 p.m.

Each demonstration will begin with the launching of an aerial smoke flare, followed by demonstrations of climbing techniques ranging from the basic to the dangerous.

Each show, which has been designed to demonstrate basic mountaineering skills, will also include a simulated mountainside rescue and an aerial crossing along a 120-foot-long cable.

Other exhibits will include the first and only existing National Park Service peep show, hiking, backpacking, climbing, and wilderness exhibits and a free tour arrangement service for those wishing to visit a National Park after the jamboree.

Scouts are cautioned not to try to climb on the mountain as it is extremely dangerous and should be

climbed only by experienced professional climbers. However they will be able to use the Jumar device to raise themselves 12 feet into the air in the manner demonstrated.

According to Charles J. Gebler, Public Programs officer of the Pacific Northwest Region of the National Park Service, this will be the largest single educational effort for youth ever made by the Park Service. Recreational Equipment, Inc., of Seattle, sponsor the exhibit with the aid of Explorer Post 631 of Portland and Venture-Explorer Posts 625 and 695 of Issaquah, Wash., in this the tenth anniversary year of the first American ascent of Mt. Everest.

Skill-O-Rama is "greatest show"

If your heart hankers for it, you can do everything from scaling a mountain and eating succulent rattle snake meat to roping a calf for branding on Thursday, Friday, Sunday, and Monday from 2-5 p.m., at the Skill-O-Rama which will be in full swing at two locations.

Skill-O-Rama area A is located behind the jamboree headquarters building, and Skill-O-Rama B is right behind the merit badge midway. Each offers the best grouping of events and exhibits ever scheduled for a national Scout jamboree.

There are still some booths available for those with a hearty spirit for fun and sharing of skills. Ask your troop commissioner for the details. He will give you a ticket to participate in "the greatest show on earth".

Fire danger exists!

As a result of having little or no rainfall in the 30-day period preceding the opening of jamboree-west, an extreme fire danger exists.

Fire Chief Norm Lewis asks that all Scouters take great care to avoid violating any fire regulations.

Jamboree preparations have taken preliminary precautions in case of fires. The Idaho State Land Fire Department has established two fire stations on the jamboree grounds, one at each end of the camp. Check your map for exact locations.

The U.S. Forest Service has also worked hand-in-hand with the jamboree. From their tower overlooking the camp, the rangers can keep an eye on the entire area. The service is especially concerned with the hiking trails.

Phones will be used on the trail, and trucks will be located at various spots in case of emergency. All Scouters will be asked to leave all flammables in camp.

The jamboree's own Protection Service is also involved in the prevention programs.

Scouters should realize that the main problem is not with patrol campfires, although they are a definite hazard, but more concern should be

given to the careless individual and his discarded cigarette butt or used match.

Smoking is allowed only in headquarters tents and designated areas. Smoking is absolutely forbidden in tent quarters, on trails, in the woods or fields.

National figures to rap with Scouts

The rap sessions booth is located just to the right of the entrance of the Skill-O-Rama Area B.

Here boys can meet and visit with such prominent guests as Capt. Eugene A. Cernan, astronaut; Jim Whitaker, conqueror of Mt. Everest; U.S. Air Force fighter pilots; balloonists; sky divers such as the U. S. Army's Golden Knights; and other equally dynamic personalities.

Service Academy Representatives

During Skill-O-Rama shows, cadets from the U. S. Air Force Academy, West Point, and Annapolis will also be on hand in the booth to rap with boys who drop in.

Other Activities

As an added feature, troops or patrols may invite a rap session guest to join them during one of their meals. Guests may also attend a rap session held in conjunction with an evening campfire. These arrangements should be made by your camp commissioner by having him contact the rap sessions manager at program headquarters, telephone 8163.

Rap sessions represent a new and exciting part of the daily program activities and will contribute to making our jamboree-west the super great experience that it will be!

A Scout Is Reverent

Daily religious services will be held throughout the jamboree, in addition to a full weekend of worship by all faiths.

The daily schedule is at the discretion of the chaplains in each camp.

All denominations are represented at the jamboree including Protestant, Catholic, "Mormon," Lutheran, Church of Christ Scientist, Eastern Orthodox, Unitarian-Universalist, Reorganized Church of Jesus Christ of LatterDay Saints, and Episcopalian.

ATTENTION!

SCOUT CORRESPONDENTS

Meeting Scheduled Wed. 8 a.m.

Hometown News Center Tent Located on hill Northeast of Park Maintenance Bldg.

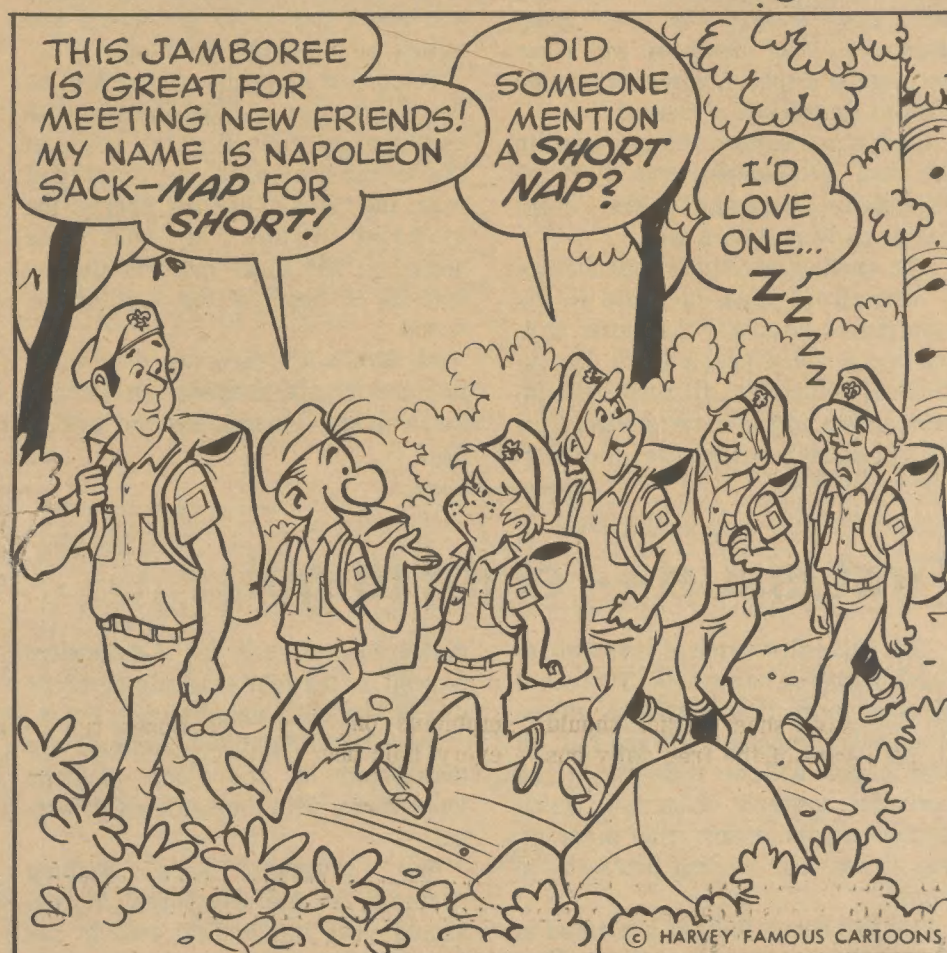
Health tips are stressed

Each day this week, the Jamboree Journal will publish a list of suggested medical hints, to make your stay at Farragut more enjoyable and healthful.

- 1.) Turn in all health forms to your nearest health office.
- 2.) Report all injuries immediately to your nearest health office.
- 3.) Wear a hat in the sun.
- 4.) Drink plenty of water and use salt at meals.
- 5.) Bee traps attract bees; don't move them or touch them.
- 6.) For personal health, shower every day.

NAP SACK LITTLE BROTHER OF SAD SACK

George Baker



© HARVEY FAMOUS CARTOONS

JAMBOREE JOURNAL '73 WEST

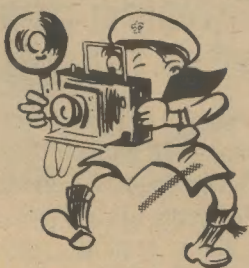
Official publication for the 1973 National Scout Jamboree of the Boy Scouts of America. Published daily from July 31 through August 8 at Farragut State Park, Idaho.

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John Staley

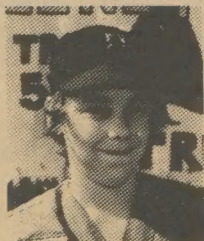
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QUESTION: "WHY DID YOU COME TO THE JAMBOREE?"



MALCOLM BROWN, TROOP 525, SAN DIEGO, CALIF.

I've heard about previous jamborees from friends who have been to them before. I came to meet other Scouts, but basically I came just for the experience."

DAVID McCLELLAND, TROOP 438, TACOMA, WASH.

"I came to have some fun and to meet Scouts from all over. This is the first time I've been beyond the mountains from Tacoma (Wash.). I want to take part in the archery, and the rifle range and try some canoeing."



ANDY SAWDON, TROOP 59, GREENBRAE, CALIF.

"I wanted to meet other Scouts and participate in new activities like canoeing and rowing. Also I think working together as a group is a lot of fun."

GREG PRATT, TROOP 133, LAS VEGAS, NEV.

"I wanted to see some of the country other than the desert around Las Vegas as well as getting into some cooler weather. I don't have any particular plans but I want to participate in as many activities as possible."



TONY SIEVERTS, TROOP 142, SALT LAKE CITY, UTAH

"I'm looking forward to demonstrating mountain climbing at the Skill-O-Rama but I don't know what activities are available beyond that. I plan to take part in as many as I can though."

JIM HENDRY, TROOP 58, MT. LAKE TERRACE, WASH.

"I decided to come so I could meet people from all over the country and I was curious about the jamboree. I hope to finish my merit badges for Life if I can squeeze it in as I'm taking part in the Patrol Flag contest and as many activities as possible."



Bus service covers camp

Scouts, leaders, and units wishing to travel from one end of camp to the other and save shoe leather should take advantage of the free daily bus service at the jamboree.

Buses operate from 8 a.m. to 6 p.m. and pickup and discharge passengers at 16½ convenient stops. The reason for the half stop is because one of the pickup points is a sub-station of a ma-

jor one. The buses are yellow schoolbuses with large jamboree emblems on each side. Buses run every half hour.

The luckier Scouters with their own wheels, are cautioned to observe the posted speed limit signs of 15 mph and the no passing law associated with stopped school buses as they load and unload passengers.

Full program offered in field sports

A newly expanded field sports program is one of the features of the jamboree.

Four action archery areas and four BB rifle ranges, a first in the jamboree sports program, are available for Scouts' use and enjoyment.

All ranges are open on a first-come, first-served basis. There will be no advance reservations and no protected times. Scouts may come individually, with their buddies, by patrols, or by troops. There is no charge, and all necessary equipment is provided at each range.

All ranges open at 2 p.m. on July 30 and will be open from 9 a.m. to 5 p.m. through Tuesday, August 7 (except Thursday and Sunday during which they will be open from 1 to 5 p.m.).

The rifle ranges feature gun handling, rifle safety instruction and time on the range to fire 20 rounds at four targets with an opportunity to earn a souvenir air rifleman patch for those who total a score of 140 or more.

No Scout will be permitted to begin after 4 p.m. since it takes one hour to complete instructions and shooting.

Archery courses feature instruction, a practice range, and a ten-station trail through a wooded area where pairs of Scouts can hike and

shoot. No Scout will be allowed to start at a range after 4:30 p.m. since it takes about 30 minutes to complete the practice shooting and range.

The field sports area will be offering the Bear bows that are being used this week at a special reduced price to all jamboree participants. Orders will be accepted at Field Sports Area 2 during the range's open hours.

The bow is a Bear '76er Custom recurved model with a leather restplate with a take down capability. This particular model has a 25/30 pound draw, and the handle is constructed of "space age" magnesium. The special jamboree price is \$14.

Adult leaders do not have to accompany Scouts to any of the ranges. Leaders should not plan to shoot, since the ranges will be crowded and Scouts should have the first chance. Scouts should not plan to participate in the rifle range more than once to enable everyone to get an opportunity to shoot. However, if the ranges are not crowded, leaders are welcome to try their hand.

Flag segments to be inserted in the Jamboree Program Events Participation Booklet will be awarded to Scouts completing either, or both, the rifle range and action archery programs.

Competitive Events test Scouts' talent

Physical challenges and competition are necessary ingredients in a boy's growth. The competitive events of the 1973 jamboree offer Scouts the challenges of nature, time, and their fellow Scouts.

Competitive Events consists of three areas: Obstacle course, octathlon, and individual competition. The obstacle course and octathlon stress teamwork and are run as patrol events. Individual competition allows a boy to show his proficiency at any one of a number of events.

There are six obstacle course locations which test a boy's ability to overcome "natural" hazards. These roadblocks are set up over a quarter-mile course and include log cross, up and over, rope swing, reverse ladder, log roll, and log hoist.

In the six octathlon areas, the boys are confronted with more "urbanized" challenges. The events include softball throw for distance, relay race, standing long jump, walking relay race, match splitting relay, basketball shooting, wheelbarrow race, and running long jump. The boy chooses his best eight events for his final score. A perfect score is 80 points for each Scout, with 640 the highest possible patrol score.

The one individual competition area allows the Scout to display his talents in a diversified field.

For the sports buffs, there is competition in baseball (pitch-hit-throw),

football (punt, pass and kick), track (440 yard dash), golf (hole-in-one) and in fishing (fly-spin and surf casting).

There is also individual competition in horseshoe pitching, log sawing, and orienteering.

Scouts are provided equipment except for personal gear such as track shoes, sneakers, and compasses.

All competitive events open at 9 a.m., close at noon, and then are open from 2 to 5 p.m. (except Thursday and Sunday when they will be open from 2 to 5 p.m.).

Staff members are invited to compete in the individual competition area during the evening hours (7:15 to 8:30 p.m.) from August 2 through August 6.

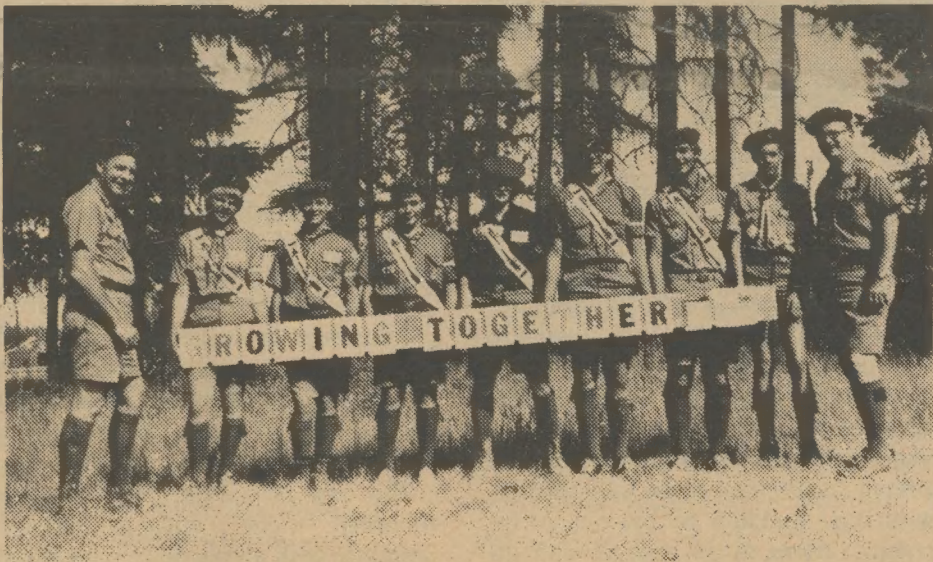
Jamboree bank

Idaho First National Bank has received permission from the Idaho State Banking Commission to open a new branch at Farragut State Park to serve the financial needs of those participating in the jamboree.

The bank will be open until Friday, August 8, daily from 9:30 a.m. to 3 p.m.

Five tellers will be on hand for most banking services including the cashing of travelers checks and cashiers checks and the issuing of cashiers checks and money orders.

Personal identification is required for all transactions.



WIDE GAME is practiced by (from left) Grady McCullough, Henryetta, Okla.; Reed Sortar, Rigby, Idaho; Gerald Voorhees, Buhl, Idaho; Frank Holmes, Succasunna, N. J.; Verlyn Smith, Omaha, Neb.; Chuck Jesse, Eureka, Cal.; Don Vorhees, Buhl, Idaho; Doug Cole, Anchorage, Alaska; Bob Moody, Lubbock, Texas.

Wide game spells theme

More than 25 thousand new friendships may result from a jamboree-wide event which takes place Thursday, August 2. Jamboree veterans will remember this now famous friendship stimulator called "Wide Game."

At 9:15 a.m. Thursday, regular jamboree activities will cease so that all Scouts may take part.

Each Scout will be issued a color-coded card bearing one of the letters of the jamboree theme, "Growing Together." Scouts will then take to the road in an attempt to spell out the theme by combining their cards with 15 other participants.

Three aerial bombs fired consecutively will begin the event. The Wide Game will run for 3 consecutive hours and will end promptly at noon with a single bomb blast.

When the 15 boys have successfully

teamed to spell the theme, each must sign his name and address on the cards of the other members of the team, thus enabling each participant to make several new friends.

Those who successfully spell the theme will receive a "Friendship Strip" upon reporting to any campsite headquarters. This is a gold colored cloth badge with the outline of two hands clasped in friendship. The badge will be available only at this jamboree and only during the Wide Game. This is an individual souvenir not to be swapped or traded.

Campsite commissioners will issue directions to troop leaders who will relay this information to all Scouts.

Junior staff members may participate but only with other junior staff. Remember, the game starts at 9:15 and ends when the deadline signal sounds at 12 noon.

Covers issued for collectors

The Scouts on Stamps Society International (SOSSI) will issue an official cacheted commemorative cover to mark the opening of the Jamboree.

Here at jamboree-west the Society will have a service booth located at Trading Post "A" near jamboree headquarters.

The handsome SOSSI cachet will bear the official jamboree emblem along with appropriate wording. The postage stamp affixed to the cachet will be the Stamp Collectors

Commemorative which will be officially cancelled on the opening day.

The covers will be issued as a pair — one for jamboree-east and the other from jamboree-west. The cost for the pair will be a nominal \$1. However, individual jamboree-west covers will be available for 50 cents.

Elmer Fennert and Elwood Kempter will be manning the booth to provide the Scout stamp collectors and souvenir hunters with topnotch service.

Trading posts offer full line

Scouts will find their needs filled at one of the four jamboree trading posts located strategically throughout Farragut State Park.

Each trading post is completely stocked with a full line of uniforms, equipment, food, gift items, souvenirs, and handicraft items.

All trading posts will be open from 10 a.m. to 10 p.m. daily, except on days when campwide evening shows are scheduled. On these days the posts will close at 6 p.m. All trading posts will open at noon on Sunday.

Refreshments at the snack bars may be purchased only with special trading post tickets. (State law says that people who handle food cannot directly handle money.) You may purchase these tickets at the booths in the trading post areas.

Avoid long lines by purchasing an adequate supply on your first visit.

Any unused tickets may be returned at the end of the Jamboree for a refund.

Hiking trails

The High Point Trail covers 3 miles in 3 hours, meets south of Douglas Fir Camp and is marked with green trail markers. On the way up there is a rope engineering area where Scouts use ropes to move objects, not just to tie knots.

Coming down from this trail is the Pioneer Construction Area, where you can see how the pioneers built bridges and towers before the time of steel girders and cables.

The third trail is the long Bernard Peak Trail. It meets south of Douglas Fir Camp, covers 10 miles in 8 to 10 hours and is marked by blue trail markers. This trail requires special lunch rations due to its length. Arrangements should be made through your assistant Scoutmaster at least 48 hours before your trip.

This trail includes marked vegetation all along the way and a great panoramic view of the entire jamboree site from the top. Only fit Scouts should take this hike.

Smoking is prohibited in all National Forest areas, and you are requested to leave your matches at the starting point of the trail.

There are three hiking trails available to Scouts at jamboree-west. They range from short to long in time

and easy to hard in difficulty.

On all trails there are some requirements that must be observed. The first is that your troop leaders must have a copy of your schedule. A good idea would be to check in and out with your troop leaders so they know where you are. In addition, on the Bernard Peak Trail you must have a permit from your camp activities director.

You must carry a tote-litter bag with you on all three trails to take care of your trash, as well as for keeping the trail area clean. You should wear sturdy shoes and well-fitting socks and be prepared to take care of any blisters that may form.

You should be equipped with at least maps, compasses, and plenty of water (no soft drinks). Keep the group together and plan to finish during daylight. Be prepared for emergencies and carry a first aid kit.

The Deer Bell Trail is the easiest of the three. It is 3 miles long, takes 2 hours to hike, meets at the intersection north of Ponderosa Camp, and is marked with green trail markers. This trail features a cow camp that is a typical overnight stop of cowboys on a cattle drive. There are livestock, cowboys, and the world's largest collection of authentic branding irons.

This trail also has a survival camp with informative wilderness survival techniques and edible wild plants for you to prepare and eat.

Today's menu

Breakfast

Pineapple-Grapefruit Drink
Cold Cereal
Cinnamon Rolls
Milk
Bread
Butter

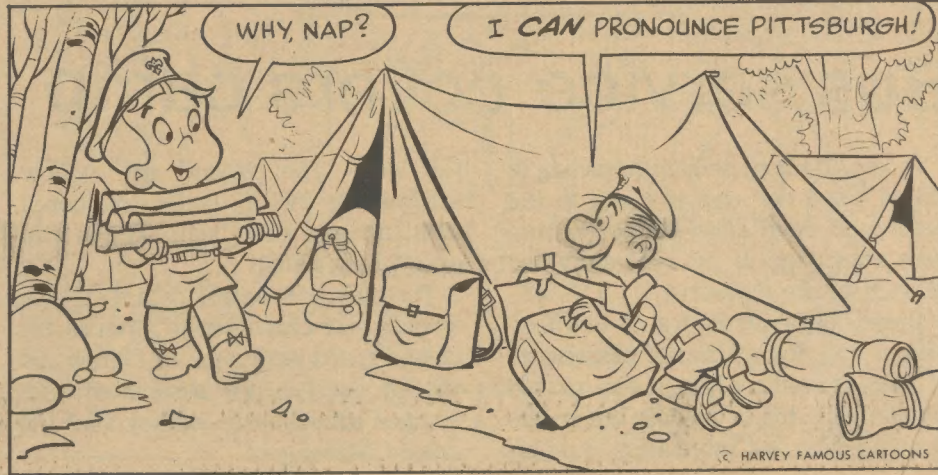
Lunch

Sloppy Joe
Bun
Cabbage Salad
Milk
Bread
Butter

Supper

Beef Stew
Tossed Salad
French Dressing
Apple Sauce
Bread
Butter
Milk

NAP SACK LITTLE BROTHER OF SAD SACK



George Baker

HARVEY FAMOUS CARTOONS